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1 [The architecture of the Eden system](#)

Edward D. Lazowska, Henry M. Levy, Guy T. Almes, Michael J. Fischer, Robert J. Fowler, Stephen C. Vestal

December 1981 **Proceedings of the eighth ACM symposium on Operating systems principles**

Full text available:  [pdf\(827.67 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The University of Washington's Eden project is a five-year research effort to design, build and use an "integrated distributed" computing environment. The underlying philosophy of Eden involves a fresh approach to the tension between these two adjectives. In briefest form, Eden attempts to support both good personal computing and good multi-user integration by combining a node machine / local network hardware base with a software environment that encourages a high degree of shar ...

2 [Performance evaluation of software architecture: Using an architecture description language for quantitative analysis of real-time systems](#)

Robert Allen, Steve Vestal, Dennis Cornhill, Bruce Lewis

July 2002 **Proceedings of the third international workshop on Software and performance**

Full text available:  [pdf\(156.25 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

An architecture description language (ADL) specifies the structure of an overall system as an assembly of interacting components. ADLs can serve as input to a variety of development tools. We outline the Avionics Architecture Description Language, an emerging SAE standard for describing the architectures of hard real-time, safety-critical embedded computer systems. We describe a suite of tools that perform a set of verification, modeling and analysis, and implementation activities given an AADL ...

Keywords: embedded, fault-tolerant, real-time, software architecture

3 [Linear benchmarks](#)

Steve Vestal

October 1990 **ACM SIGAda Ada Letters**, Volume X Issue 8

Full text available:  [pdf\(690.95 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This paper presents a language feature benchmarking technique that is based on the use of multiple sampling loops and linear regression. Multiple performance estimates for multiple parameters can be obtained simultaneously. A heuristic is presented to automatically adjust the number of iterations for the sampling loops. It is also possible to compute values that give some insight into the accuracy of the estimates. This paper gives an overview of how such benchmarks may be coded and discusses so ...

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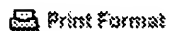
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VLSI Design, 2000. Thirteenth International Conference on , 3-7 Jan. 2000

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Energy Conversion Engineering Conference, 1996. IECEC 96. Proceedings of the

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Test Symposium, 2003. ATS 2003. 12th Asian , 16-19 Nov. 2003

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Kogel, T.; Doerper, M.; Wieferink, A.; Leupers, R.; Ascheid, G.; Meyr, H.; Goossens, S.;

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23 Current status and challenges of SoC verification for embedded systems market

Wooseung Yang; Moo-Kyeong Chung; Chong-Min Kyung;

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24 Specification, modeling and design tools for system-on-chip

Lavagno, L.; Dey, S.; Gupta, R.;

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26 Digit-serial multiplier design using skew-tolerant domino circuits

Sungwook Kim; Sobelman, G.E.;

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27 Direct-mapped asynchronous finite-state machines in CMOS technology

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30 Proceedings Design, Automation and Test in Europe

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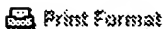
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Proceedings , 4-8 March 2002

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Fault-Tolerant Computing, 1993. FTCS-23. Digest of Papers., The Twenty-Third International Symposium on , 22-24 June 1993

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Design, Automation and Test in Europe Conference and Exhibition, 2004.

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Circuits and Systems, 2002. ISCAS 2002. IEEE International Symposium

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Computer , Volume: 36 , Issue: 4 , April 2003

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Alok Jain, Randal E. Bryant

June 1991 **Proceedings of the 28th conference on ACM/IEEE design automation**

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42 [HDR and tone mapping: Interactive time-dependent tone mapping using programmable graphics hardware](#)

Nolan Goodnight, Rui Wang, Cliff Woolley, Greg Humphreys

June 2003 **Proceedings of the 14th Eurographics workshop on Rendering**


Full text available:  [pdf\(7.56 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Modern graphics architectures have replaced stages of the graphics pipeline with fully programmable modules. Therefore, it is now possible to perform fairly general computation on each vertex or fragment in a scene. In addition, the nature of the graphics pipeline makes substantial computational power available if the programs have a suitable structure. In this paper, we show that it is possible to cleanly map a state-of-the-art tone mapping algorithm to the pixel processor. This allows an inter ...

43 [Design and verification of the Rollback Chip using HOP: a case study of formal methods applied to hardware design](#)

Ganesh Gopalakrishnan, Richard Fujimoto

May 1993 **ACM Transactions on Computer Systems (TOCS)**, Volume 11 Issue 2

Full text available:  [pdf\(2.52 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The use of formal methods in hardware design improves the quality of designs in many ways: it promotes better understanding of the design; it permits systematic design refinement through the discovery of invariants; and it allows design verification (informal or formal). In this paper we illustrate the use of formal methods in the design of a custom hardware system called the "Rollback Chip" (RBC), conducted using a simple hardware design description language called "HOP&r ...

44 [Caches and Memory Systems: A vision for embedded software](#)

Alberto Sangiovanni-Vincentelli, Grant Martin

November 2001 **Proceedings of the international conference on Compilers, architecture, and synthesis for embedded systems**

Full text available:  [pdf\(199.62 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we describe a vision for the future evolution of Embedded SW (ESW) design methodologies as part of overall Embedded Systems (ES) development. Fundamentally, we believe that the way in which embedded SW is developed today must change radically. The